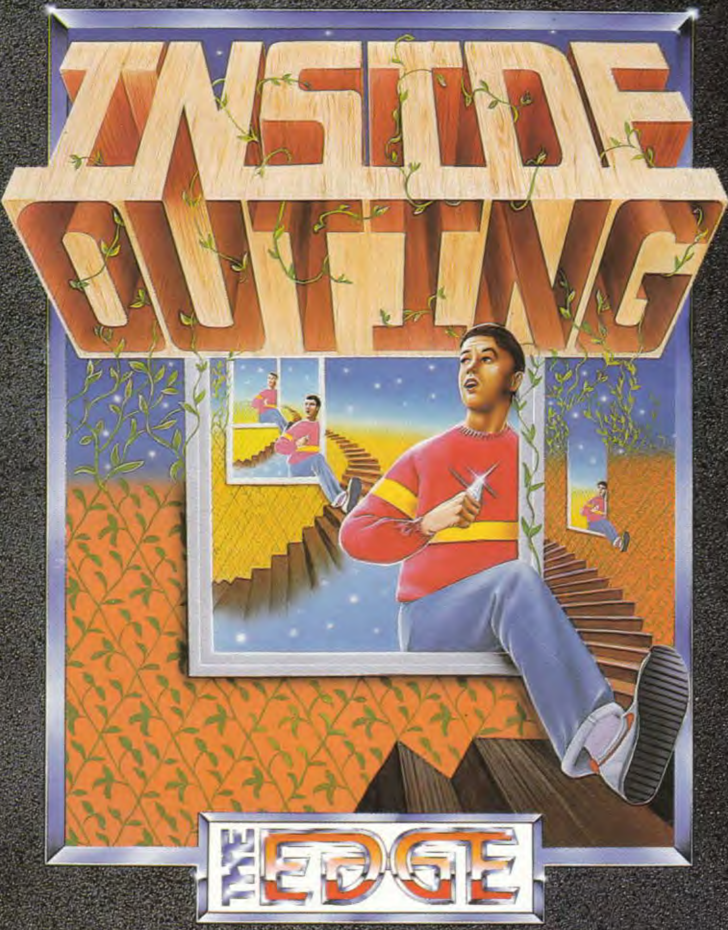


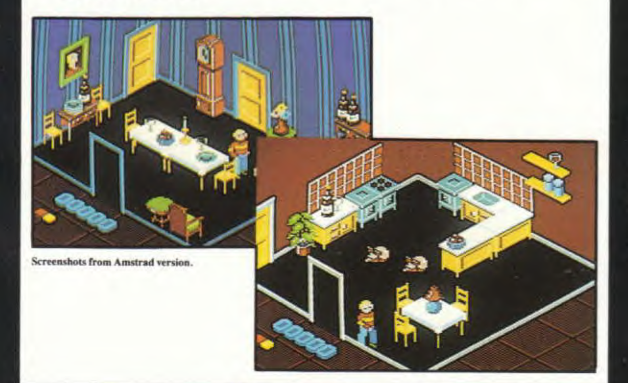

BY MICHAEL ST. AUBYN




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**Never before have you seen a 3D game as impressive as this! You play a burglar hunting around an astoundingly realistic house in which every object is carefully defined in 3D-space — you can even look behind pictures, play snooker and open lids of cupboards! Seek the gems hidden within the house, or you may never get out . . . One of those rare games that will keep you coming back for one more try for the solution months after you buy it.**

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Screenshots from Amstrad version.

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THE EDGE

INSIDE OUTING

Amstrad/Schneider
464/664/6128

DISC

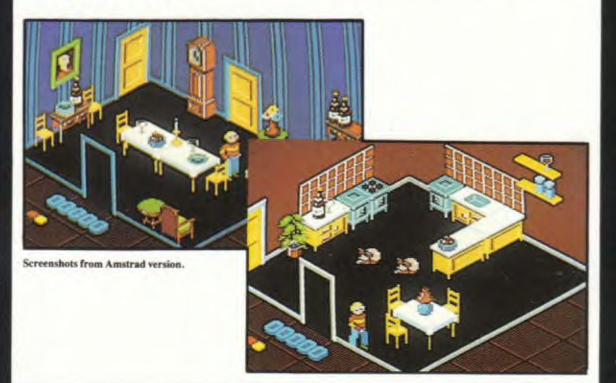
EDG 21AMD




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